



DAM DAM STOMPLAND

Funny how stepping on your best mate's shadow is such a laugh – when you're seven years old! If ever you want to relive those moments of total silliness again, *Dam Dam Stompland* is your kind of game.

You don't have to think too hard to enjoy *Dam Dam Stompland*, though you do have to concentrate like crazy. Two characters enter an arena, cast over by a bright light. Each time one character steps on another's shadow, he/she becomes bigger and the rival becomes smaller. Do this three times to win. Of course the bigger the character gets, the easier it is to get Stomped. Plus the smaller the rival gets, the harder it is to stomp them. And so it goes in a daft, but fun sort of way.



↑ You get a swell head, AND a swell body when you win!



For added appeal there are seven varieties of virtual light to affect the way the shadows behave. The light can be set to move in a figure of eight; in the shape of a flower; in circles toward the centre; flick between different light sources, or simply at random. There are also collectible items on screen which affect the way the game is played. Solo players have the



option of Story Mode – which strings stages together, possibly even provides boss characters to deal with.

Successfully complete story mode and you add new arenas and tricky new opponents for the standard versus mode.

Dam Dam Stompland looks like it's going to be another cool release for PlayStation. It's certainly diverse. No doubt we'll be shedding more light on this game soon, without a shadow of a doubt...



TONBA

A weird new platform game from a Mr Fujiwara, the creator of Capcom's classic *Ghosts and Goblins*, *Street Fighter*, *Mega Man*, and *Resident Evil*. That's some history!

Like *Yoshi's Story* on Nintendo 64, *Tonba* (that's also the name of the pink haired hero) is a 3D/2D platform game. Tonba, the character, is armed with a mace which he uses to target most enemies. Where you start to see the influence of classic Capcom is when Tonba leaps on enemies and uses Judo-style throws to fling them into each other, or at objects to trigger reactions. Though the characters are all 2D, their environment is 3D, which allows Tonba to hop into the 'background'.



Stage design is pretty bizarre – the kind of thing Mr Fujiwara might have tried in the next installment of *Ghouls and Ghosts* or *Mega Man*. In one area, Tonba travels across a land of giant laughing flowers. Seems this laughing is infectious, because every time Tonba stands still he winds up laughing too. Very strange.

Capcom aficionados may remember *Gargoyle's Quest* on the NES, and Game Boy. These games combined role playing adventure with platform action. A similar approach has been applied to *Tonba*, though we know very little about what the RPG element involves.

Tonba is one to look out for we reckon.



BOMBERMAN WORLD

An old favourite with CVG, *Bomberman*. Recently Hudson have been experimenting with the tried and tested formula which has made the series a success. The Nintendo 64 version kind of lost the spirit of the originals. This latest PlayStation incarnation is borderline, but worth a mention.

First thing you notice is that *Bomberman World* adopts a 3D isometric view. This allows for multi-layered arenas.

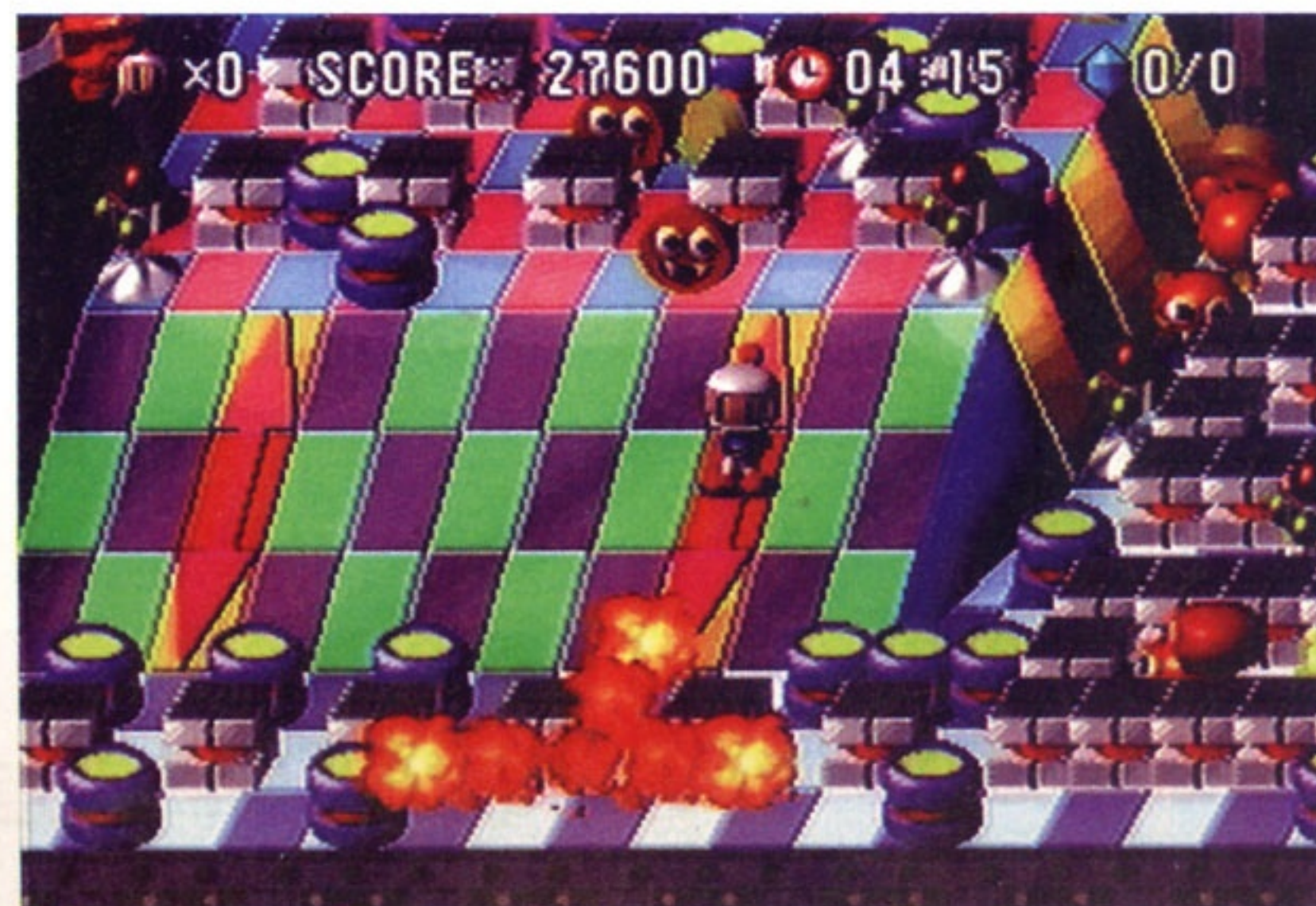


This could present difficulties when trying to locate items in the blink of an eye – or spot bombs that are ready to blow. Split-second strategies are what *Bomberman* is all about. We need to really test if this new perspective works or not before casting a final vote.

New game-play additions are the Challenge game – select three power-ups from the list

before entering the competition. Another mode sees BM attempting mini-games such as 100 meter dashes to obtain other power-ups – we're assuming this is part of Story Mode. There are also obstacles which trip Bomberman – for example mole hills. These hinder progress, but don't kill outright.

Let's hope these additions don't hinder the game's fun aspect, or that will kill the game outright.



↑ This new graphic style may have problems, but it looks smart!

